

CLAIMS

What is claimed is:

1. An animated gaming system, comprising:
 - a housing for said animated gaming system, said housing having at least one symbol which represents at least one prize;
 - an animated figure having a three-dimensional form; and
 - an animated element operatively coupled to said animated figure, said animated element configured to identify said at least one prize.
2. The animated gaming system of claim 1, further comprising a processor configured to generate a random number which determines the location of said animated element.
3. The animated gaming system of claim 1 wherein said at least one prize is a monetary award.
4. The animated gaming system of claim 2 wherein said at least one prize is a monetary award.
5. The animated gaming system of claim 1 wherein said at least one prize is at least one credit.

6. The animated gaming system of claim 1 wherein said at least one prize is a progressive networked prize.
7. The animated gaming system of claim 1 wherein said at least one prize is an additional opportunity to play said animated gaming system.
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8. The animated gaming system of claim 1 further comprising an additional animated figure within said housing.
9. The animated gaming system of claim 1 further comprising an additional animated element within said housing.
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10. The animated gaming system of claim 1 further comprising a token input component configured to receive a token and engage said animated gaming system.
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11. The animated gaming system of claim 1 further comprising a processor configured to process signals that control said animated figure.
12. The animated gaming system of claim 11 further wherein said processor is configured to process signals that control said animated element.
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13. A method for operating an animated gaming device, comprising:
 - providing a housing having at least one symbol which represents at least one prize;
 - providing a three-dimensional animated figure having an animated element;
 - engaging said animated gaming device; and
 - identifying said at least one symbol with said animated element.
14. The method for operating an animated gaming device of claim 13 further comprising receiving a signal from a random number generator.
15. The method for operating an animated gaming device of claim 13 further comprising receiving a signal which compares said random number to a pay table.
16. The method for operating an animated gaming device of claim 13 further comprising receiving an outcome from comparing said random number to said pay table.
17. The method for operating an animated gaming device of claim 16 further comprising communicating said outcome to a processor which controls said animated element.
18. The method for operating an animated gaming device of claim 17 further comprising displaying said outcome by moving said animated element to identify said prize.

19. The method for operating an animated gaming device of claim 18 further comprising receiving a token to engage said animated gaming device.

5 20. The method for operating an animated gaming device of claim 19 further comprising converting said token to one or more credits.

21. A gaming system, comprising:

15 a first gaming device;

an animated gaming system configured to receive communications from said first gaming device, said animated gaming system including an animated figure with a three-dimensional form;

an animated element operatively coupled to said animated figure; and

a processor configured to control said animated figure and said animated element.

22. The gaming system of claim 21 wherein said animated element is configured to identify a prize.

20 23. The gaming system of claim 21 further comprising a housing configured to house said first gaming device and said animated gaming system, said housing having at least one

symbol which represents a prize.

24. The gaming system of claim 21 wherein said first gaming device is a game of chance.

5 25. The gaming system of claim 21 wherein said first gaming device is a slot machine.

26. The gaming system of claim 21 wherein said animated gaming system is triggered by a
bonusing event associated with said first gaming device.

10 27. The gaming system of claim 21 wherein said first gaming device further comprises a first
gaming device output which is communicated to said processor, said first gaming device
output configured to control the engagement of said animated figure.

15 28. The gaming system of claim 21 wherein said animated gaming system further comprises a
transducer in communication with said processor and configured to generate sounds.

20 29. The gaming system of claim 21 wherein said animated gaming system further comprises
at least one motor controller in communication with said processor and configured to
move said animated element.

30. The gaming system of claim 21 wherein said animated gaming system further comprises a

plurality of first gaming devices in communication with said animated gaming system.

31. A method for playing a gaming system, comprising:
 - providing a first gaming device;
 - 5 providing an animated gaming system having an animated figure, said animated figure having an animated element;
 - communicating output from said first gaming device to said animated gaming system; and
 - engaging said animated figure according to the output from said first gaming device.
32. The method of claim 31 further comprising providing a housing for said animated gaming system having at least one symbol which represents at least one prize.
- 15 33. The method of claim 32 further comprising identifying at least one symbol with said animated element.
34. The method of claim 31 further comprising having said first gaming device generating a random number.
- 20 35. The method of claim 34 further comprising having said first gaming device comparing

said random number to a pay table to generate an outcome.

36. The method of claim 35 further comprising having said first gaming device determining whether to engage said animated gaming system according to said outcome.

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37. The method of claim 35 further comprising having said animated gaming system determining whether to engage said animated figure according to said outcome.

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38. The method of claim 35 further comprising communicating said outcome to said animated gaming system which has a processor which controls said animated element.

39. The method of claim 38 further comprising displaying said outcome by moving said animated element.

15 40. The method of claim 39 further comprising comparing said another random number in said animated gaming system to another pay table to determine an outcome for said animated gaming system.

41. A three-dimensional animated gaming system, comprising:

20 a housing;
a first gaming system coupled to said housing, said first gaming system configured

to generate an output;

an animated display system coupled to said housing, said animated gaming system including,

an animated figure;

5 an animated element operatively coupled to said animated figure; and
a processor configured to receive said first gaming system output and
configured to control said animated element.

42. The three-dimensional animated gaming system of claim 41 wherein said first gaming system is a game of chance.

43. The three-dimensional animated gaming system of claim 41 wherein said first gaming system is a slot machine.

15 44. The three-dimensional animated gaming system of claim 41 wherein said animated element is configured to identify a prize.

45. The three-dimensional animated gaming system of claim 41 wherein said animated display system is engaged by a bonusing event.

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46. The three-dimensional animated gaming system of claim 41 wherein said housing has a

plurality of symbols which indicate a prize.

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47. The three-dimensional animated gaming system of claim 46 wherein said animated element is configured to identify said prize.
48. The three-dimensional animated gaming system of claim 47 wherein said first gaming system further comprises a random number generator configured to generate a random number.
49. The three-dimensional animated gaming system of claim 48 wherein said first gaming system further comprises a pay table which in conjunction with said random number determines said prize.
50. The three-dimensional animated gaming system of claim 41 wherein said animated gaming system further comprises a fortune dispensing component configured to dispense a fortune.

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